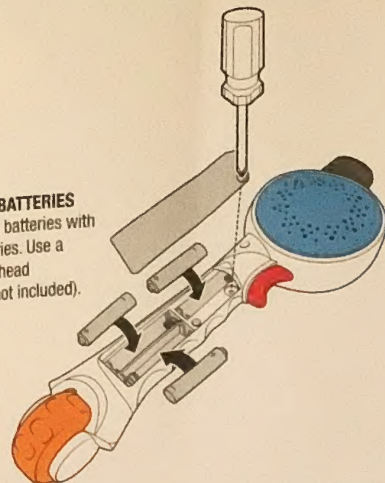


BATTERY INFORMATION

X3 1.5V AAA
ALKALINE BATTERIES REQUIRED
DEMO BATTERIES INCLUDED

TO REPLACE BATTERIES
Replace demo batteries with alkaline batteries. Use a Phillips/cross head screwdriver (not included).



IMPORTANT: BATTERY INFORMATION CAUTION:

- As with all small batteries, the batteries used with this game should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
- TO AVOID BATTERY LEAKAGE**
 - Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - Remove exhausted or dead batteries from the product.
 - Remove batteries if product is not to be played with for a long time.
 - Do not short-circuit the supply terminals.
- RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
- Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and reinserting batteries) if necessary.

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Consult the dealer or an experienced radio/TV technician for help.

Caution: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

CAN ICES-3 (B) / NMB-3 (B)

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CONTENTS

BOP IT® Maker game unit

THIS ONE'S A LITTLE DIFFERENT!

Record your own custom BOP IT moves, then keep up with the game to score as many points as you can! It's the Bop It game you know, with a twist. Included BOP IT moves mix with moves you create, for a unique BOP IT game challenge. Record your move and repeat it when it's called out. The game senses if you are doing it correctly!

THE FIRST TIME YOU PLAY

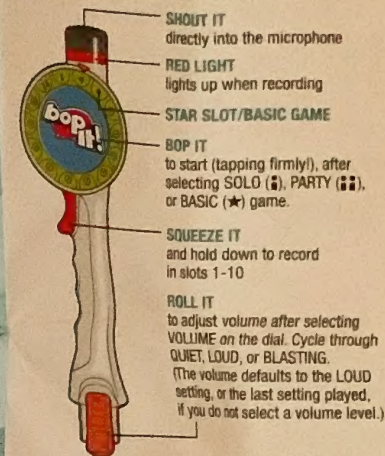
- Replace demo batteries with alkaline batteries. Use a Phillips/cross head screwdriver (not included). See "Battery Information" on the back page.
- Pull out the red TRY ME tab located on the back of the game unit. You must remove the pull tab to be able to record your own moves and play the full game.

4 EASY STEPS TO GET GOING FAST!

- Create your custom move! Turn the dial settings to slot 1 and follow the prompts. Add your move name, motion, and sound effect. (For full instructions, turn the page!)
- Now turn the dial settings to SOLO mode, and BOP IT to start.
- Follow the commands as quickly and accurately as you can.
- See how long you can keep up to reach the highest score.

AGES 8+
1+ players
C1379

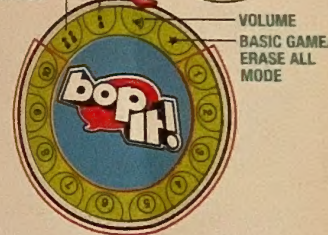
THE GAME UNIT AT A GLANCE



DIAL SETTINGS

Line the red arrow up with the dial location you want to select

SOLO PLAY
PARTY PLAY



CUSTOM MOVE STORAGE ①-⑩

Select a numbered slot to RECORD a new move, TEST a recorded move, or ERASE a recorded move.

CREATING A CUSTOM MOVE ① - ⑩

A custom move is made up of these three parts. It's best to decide on all three parts *before* you start recording!

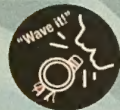
- 1. Name:** The BOP IT game will call this out.
- 2. Physical action:** The move you'll make when you hear the name.
- 3. Sound effect:** a sound or special phrase that is an audio confirmation for the move.

Here's an example!

Let's say you want to create a move that looks like you're waving hello:

1. Decide on a name and record it. Say "wave it!"
2. Make your move. Move the game unit in a wave motion.
3. Record a sound effect. Say "hi there."

First, set the dial to an empty slot. When you select a slot, the game will report whether it is empty or full. (If the slot is full, you can choose to delete the previously recorded move.)



① Recording the Name

SQUEEZE IT (hold down the red trigger) while saying the name of your move into the microphone. Release the trigger when you're done. The name should be short and in the form "--- it."



② Recording the Motion

SQUEEZE IT while moving the game unit in a way that matches the name of the move you just recorded. Release the trigger when you're done.



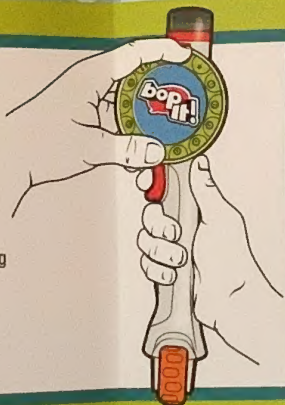
③ Recording the Sound Effect

SQUEEZE IT while making a sound effect into the microphone. Release the trigger when you're done.

HOLDING THE GAME UNIT

Hold the white handle of the game unit with one hand. Use your other hand to select dial settings, BOP IT, or ROLL IT. SHOUT IT directly into the microphone.

Important! Keep your finger on or near the red trigger only while you are creating a new move. Once your move is completed and you are ready to begin playing a game, move your hand down on the handle, away from the trigger.



PLAYING THE GAMES!

SOLO GAME WITH CUSTOM MOVES



Features the commands BOP IT, ROLL IT, SHOUT IT, and all custom moves

1. Set the dial to SOLO, and BOP IT to start the game.
2. Respond quickly to the commands you hear. If you don't respond in time, or you respond incorrectly, the game is over!
3. You will hear your score. The next time you play, try to beat your last score.

PARTY GAME WITH CUSTOM MOVES



The fun social game for 2+ players

1. Face each other or stand in a circle. Decide who goes first.
2. Set the dial to PARTY, and BOP IT to start.
3. You will hear the commands. Respond as quickly as possible with the correct action. When you hear "Pass It!" quickly hand the game unit to the player on your left, who continues the game. If you fail on your turn, the next player must BOP IT to start again.
4. Last player left in the game wins!
5. For a longer game, give each player two or three chances to fail before eliminating them.

SOLO BASIC GAME WITHOUT CUSTOM MOVES



Features the commands BOP IT, ROLL IT, and SHOUT IT

1. Set the dial to SOLO, and BOP IT to start the game.
2. Respond quickly to the commands you hear. If you don't respond in time, or you respond incorrectly, the game is over!
3. You will hear your score. The next time you play, try to beat your last score.

TESTING OR ERASING DIRECTLY FROM A NUMBERED SLOT

After you've recorded your move, you can test it or erase it while you are still in its numbered slot. This feature is useful if you're having difficulty successfully repeating a custom move. You can practice or even erase it from within the numbered slot where it is stored.

- BOP IT to test the move. The game will let you know how you did by giving you a success sound.
- ROLL IT twice to erase the move.

ERASING ALL MOVES. You can erase all custom moves stored in the numbered slots by using the star slot. Turn the dial to the star slot and ROLL IT two times.

HELPFUL HINTS

FOR PLAYING

- If you're having trouble keeping up with the game, try reducing the number of custom moves. Delete individual moves by turning the dial to the numbered slot where they are stored, and ROLL IT twice.
- If you want to remove all of your custom moves at once, turn the dial to the star symbol and ROLL IT twice. This will erase all recorded moves, and free up the numbered slots.
- You must copy a custom move exactly for it to be read as correct. Try practicing your moves within their numbered slots to be sure you've got them!

FOR RECORDING

- When recording the name and sound effect, hold your mouth a few inches from the microphone and speak in a normal speaking voice.
- Try to keep your recordings under one second, or they might get cut off.
- When you record the motion, hold the game unit exactly as you will when you play so the motion can be read accurately.
- Hold the red trigger down the entire time you're recording, and let go when you're done.
- The game unit is recording only when the microphone light is on.
- The best moves start with a verb, and with "it," and have an easy and logical sound effect.
- If the game unit falls asleep before you complete your move, the selected slot will revert to empty, so think fast! (It will go to sleep after 30 seconds of inactivity. To turn the game back on, squeeze the red trigger.)
- Your move is only complete after you've recorded a name, motion, and sound effect.

NEED INSPIRATION FOR YOUR CUSTOM MOVES?

Anything goes as long as it works with the game, is fun – and is safe! Here are some moves you can try.



Avoid any move that is physically challenging or could cause damage to the location in which you're playing. Moves should be short, snappy, and super clear! And be sure to test them to be sure they work the way you want them to.